

SKYRIDER—Game Objective:

You control a number of remote fighter crafts (nicknamed "Skyrider"), flying over unmanned alien longcruisers circling the Earth. Each longcruiser is emitting deadly thermo-nuclear radiation towards the Earth's surface ... they must be destroyed.

Your Objective is this: Destroy **ALL** deck targets then get off the longcruiser before it is too late ... sounds simple? It isn't. Firstly the deck of each longcruiser is littered with hazards, tall structures that need to be avoided, deadly homing spacemines, force fields, not to mention swarms of alien fighters releasing harmful "floaters". Floaters are not as deadly as spacemines and fortunately the Skyrider has a protective shield to withstand a number of hits, but each hit depletes the shield strength until it eventually collapses. But it doesn't end there, time is not on your side. The Earth can not withstand continuous exposure to radiation, your radiation level is constantly monitored. When the level is red you are running out of time, when the indicator starts to pulsate and the warning siren sounds, you have only 10 to 15 seconds to finish the job and get the hell off that ship. Should you fail, **ALL** life is lost, the game is over.

SKYRIDER—Playing Instructions:

To load Skyrider from disk, insert disk A in drive A then press the reset button on your Atari®. Wait for the prompt, then insert disk B into drive A. Leave disk B in the drive while the game is playing as the disk is continually accessed.

Press fire button to start the game. To control the Skyrider remote crafts, use a joystick in port 1 (the non-mouse port). Up/Down moves the ship in appropriate direction, and left/right switches flight direction and controls acceleration/deacceleration. The fire button activates the neo-thermal translucent light energons (lasers to you) to blast the cannon fodder out of the stratosphere.

When all ground targets have been destroyed you must fly off the front (right-hand side) of the longcruiser. Anything with a shadow is a tall structure so do your best not to fly into any of them!

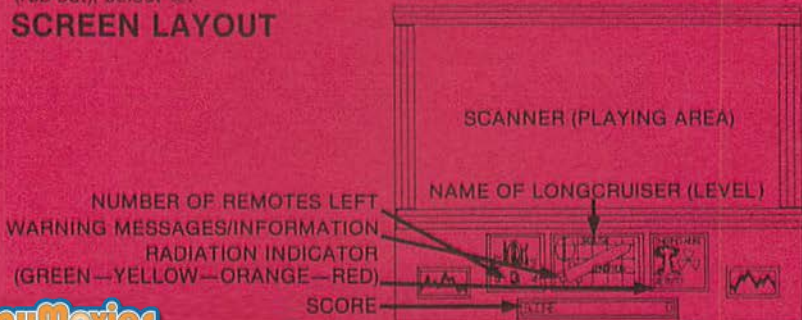
There are also 4 keys:-

- P** — Pauses game until any key is pressed again.
- Esc** — Aborts current game (connected to an incendiary self-destruct mechanism—nobody aborts one of my games and gets away with it!).
- I** — Toggles inertia on/off. When you move the craft up/down it can be set to respond to inertia which gives the movement a more realistic feel—but its harder to control. If you find the game too easy (fat chance), use this option.
- M** — Toggles Music on/off.

You will obtain one extra Skyrider for every 50,000 points scored, be warned—you **WILL** need them!

When the game is over and you have obtained a high score, you will be invited to enter your name for the high-score table. To do this, use joystick and fire button to select letters (max. 10). When finished select 1. To cancel a letter (rub-out), select 0.

SCREEN LAYOUT



PROTECTION TABLE

	0	1	2	3	4	5	6	7	8	9
A	11111110	01001101	00011100	10110100	01110110	00110001	10000000	00110010	11010111	01000000
B	10100100	10100110	00110000	10100101	00010101	11001010	00000011	10011010	01001100	11110011
C	00001001	01100010	10110001	01100001	11111000	00101111	10110000	10100111	01111111	00100011
D	10010111	00100101	10000001	00001000	10011001	01001011	10001111	11111111	11011100	10110111
E	01100000	11000001	00010110	10010001	11101101	01111110	11100011	10001110	11110010	00101110
F	01001110	10010000	11010110	01001010	00010111	11110101	00101101	11111001	10101110	11111101
G	00000110	01110101	00111111	11100010	10101111	01110100	11010111	01011111	11000101	11011001
H	01001001	10100011	00100100	00000010	10011000	00111110	10001101	00000111	01010101	00011000
I	00010111	01001111	11001001	00111010	01110000	00100010	01110111	00111101	11101110	10110110
J	01111101	11100110	00000000	10100010	01011110	11001011	10110101	10001010	11011000	10010010
K	00010000	10001011	00101011	10111111	00011010	10000010	00101010	00011001	01110010	10000011
L	01101001	00101100	11000110	01011101	10001100	01011100	00000101	00110101	11001101	00010001
M	01010001	00000100	01111000	00111001	10100001	00111100	01110001	01001000	10111000	10100000
N	11001100	10110010	00001010	01011011	00001111	10111001	00100001	11000100	01010100	01000111
O	00110011	01010000	10011111	10111101	01010010	01000110	01111011	00001101	10101101	00100000
P	11010110	01111100	11101111	00110100	11010000	11111110	11100001	01010011	11001110	01101011
Q	00000001	00001110	01000101	11001111	10010100	11000000	01011010	11011101	10010011	11101001
R	01100011	01101111	01100101	01111001	00111000	00001100	10011110	10000100	11110110	10001001
S	00101001	11100111	00101000	11110000	11010011	10001000	11111011	00110111	01101100	11100100
T	10111100	00011101	11101001	01101010	11000111	01101001	10010110	00011111	10101100	00110110
U	00111011	11010010	10101011	11111010	00010011	11101010	10011101	11011110	11111100	01110011
V	10110011	00001011	01000100	10011100	10000111	10111010	01101000	11110111	11110100	11000011
W	01011001	10101010	10010101	11011111	01010111	11101000	10101000	01000011	01010110	00000000
X	00011110	10000110	00010010	01100110	11010100	11111111	11101100	10000101	11110001	01101110
Y	10011011	01011000	11000010	11100000	01100111	11010001	01000001	10111011	11100101	11010101
Z	00010100	01111010	00100110	10101001	01000010	10111110	11001000	01101101	00100111	00000001